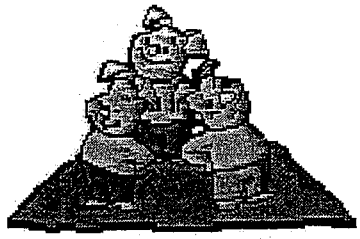
Three Little Pigs Volume Houses



Use the blocks to construct houses for the three little pigs. Follow the instructions on each of the cards. Remember that each house must start with a square or rectangular for the first floor. You can add as many floors as you wish, as long as you use the correct number of square cube "bricks."

How many different houses could you build with 12 bricks?

How many different houses could you build with 16 bricks?

Rumpelstiltskin's Digit Place

Player 1 and Player 2 each draw three digit cards (kindergarten and first grade students may pick two digit cards). Players arrange their digits to make the largest possible number they can. Players read their number and compare; the player with the largest number receives 1 point.

Using the same digits, rearrange them to form the smallest possible number they can. Players read their number and compare; the player with the smallest number receives 1 point.

Play several rounds during the station.

How did you compare the two numbers?

Which digits "helped" you win different rounds?

Rumpelstiltskin's Digit Place

	Hundreds	Tens	Ones
Largest Number			
Smallest Number			

Score: _____

Rumpelstiltskin's Digit Place

	Hundreds	Tens	Ones
Largest Number			
Smallest Number			

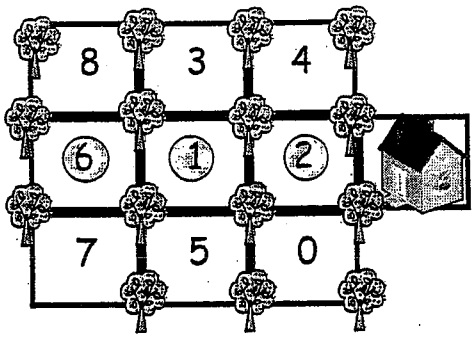
Score: _____

Hansel and Gretel Number Trails

Player one selects a target number and places it on Hansel and Gretel's house on the game board.

Other players take turns identifying number trails through the forest that add and/or subtract the numbers to reach the target number. The trail may mix addition and subtraction, but must equal the target number. Place a counter over each number when you use it.

For example, if the target number 7 was placed on Hansel and Gretel's House, you could follow the path 6, 1, 2 by saying 6 -1 = 5 then 5 + 2 = 7



Clear the counters off the board after each turn.
Take turns selecting target numbers.

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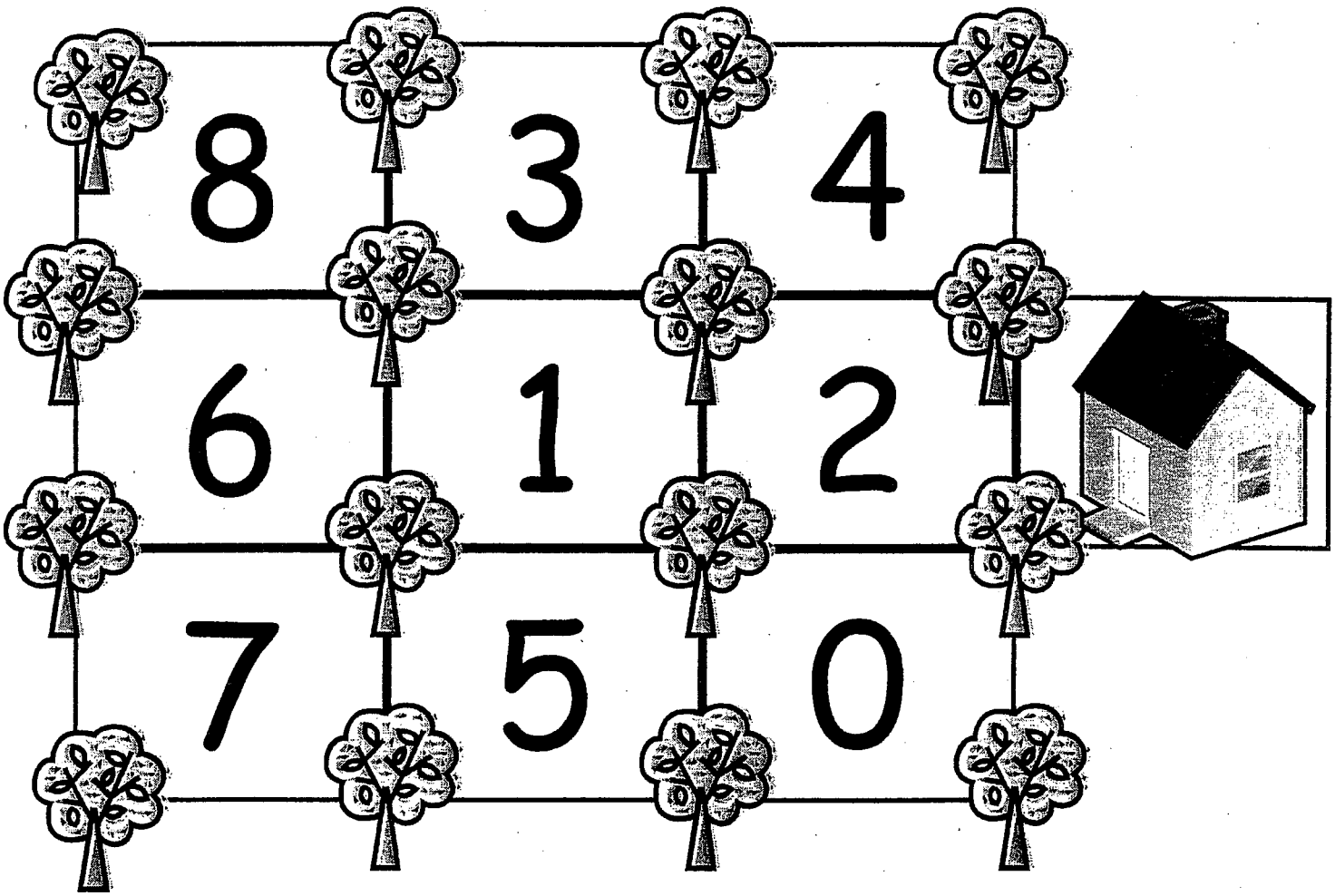
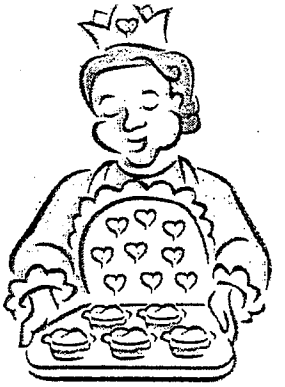
Can you find a trail that uses more than six numbers?

Can you find a trial that alternates addition and subtraction?

Hansel and Gretel Number Trails



Queen of Hearts Mindreader



In this game, one player is selected to be the Queen (or King).

A deck of playing cards is divided among the other two players.

These two players each draw a card, and without looking at it place it on their foreheads so that everyone else can see it. The Queen or King then adds the two numbers on the cards and tells the sum. Each player must figure out what card is on his or her forehead. The first player to identify the card keeps both cards. Play continues until a face card is drawn. When a face card is drawn the queen trades places with that player.

Variation
Instead of the Queen adding the two cards and telling the sum, multiply the two cards and tell the product.

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Was it easier to be the queen or one of the other players? Why do you think so?

What strategy did you use to figure out what card was on your forehead?

Where is Little Boy Blue?

Setup

Place one yellow counter in each of the squares on the Gameboard (except one). Place one blue counter on a space.

Directions

Toss both dice, then form an ordered pair such as (2,3). An ordered pair is moved horizontally first, then vertically. (over 2, up 3)

Remove the counter from that square if possible. If the counter has already been removed, play passes to the next player.

Scoring

Score 5 point for each counter collected.

Score 10 points for the Little Boy Blue Counter

Play continues until one player scores 50 points.

How did you keep track of your points?

Did you count by fives?

Where is Little Boy Blue?

6						
5						
4						
3						
2						
1						
	1	2	3	4	5	6